

USING CLASSIC MODULES TODAY

CONVERSIONS

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What are Classic Modules Today conversions?

Classic Modules Today are a series of products that convert early edition Dungeons & Dragons and Advanced Dungeons & Dragons adventure modules to the Dungeons & Dragons 5th edition rule set. They fully adhere to the rules set forth in the [Community Content Agreement](#) of the DMsGuild. The CCA states that adventure conversions must be:

"A streamlined, bare-bones conversion guide for someone who already owns the classic adventure — i.e., encounter-by-encounter conversion notes with any 5E stats needed, leaving out all other content."

The CMT conversions also adhere to the original adventure module's content, in the spirit of Old School Roleplaying. For those unfamiliar with the core concepts of Old School Roleplaying, here are the most important points.

1. OSR adventures were as much as, if not more of, a test of the players' abilities as their characters. Many adventures had scenarios that required the players to think of solutions themselves, rather than rely on the abilities of their characters.
2. The rules for early edition games were often simpler or heavily customized for ease of play. The DM was granted absolute power to make rule decisions on the fly, with the understanding that fair arbitration would be upheld. This is often simplified to the phrase "Rulings, not rules".
3. The OSR games were based on sword and sorcery literature. In these stories, happy endings were uncommon, strange and vicious creatures flourished, weird magic was the norm, and protagonists were less hero and more mercenary in bent.
4. The mortality rate of characters in OSR games was much higher than it is in modern RPGs. Characters were better than normal folk, but not super heroic. They were expected to hire additional people to accompany them on dungeon forays due to the danger level. Strange magic could help a character or slay him instantly, sometimes without even a saving throw allowed to help him avoid that fate. **The characters were not guaranteed level-appropriate fights** - they could easily wander into the wrong dungeon and be summarily wiped out by an annoyed dragon or angry undead. Running away when faced with a too-powerful foe was an acceptable tactic.
5. OSR character advancement required a lot of experience points. The gold piece value of treasure acquired was added to the pool of experience from killing monsters before dividing amongst the characters. Because of this, adventures give out of lot of monetary treasure. The DM will want to reduce the amount of monetary treasure awarded to the characters to be in line with D&D 5th edition.

How to use Classic Modules Today conversions.

CMT conversions are broken down into several sections to provide organized notes for the DM planning to run the early edition adventure module. These sections are:

- **Introduction:** This introduces the adventure, and includes a summary of the module as well as notes for placing the adventure within the Forgotten Realms campaign setting.
- **Notes for the DM:** These are notes to help the DM navigate the module text. They highlight parts that deserve special consideration and suggest helpful visuals that may be crafted for the players.
- **Random Encounters:** Tables of random encounters are provided so the DM doesn't have to continually refer to the original module text.
- **Planned Encounters:** This section lists keyed locations in the original adventure module, noting what creatures, traps, or special features exist.
- **Magic Items:** This is a alphabetical list of all magic items present in the adventure. If the item doesn't exist in D&D 5th edition, there will be a note suggesting a replacement item, or pointing to a custom item.
- **Traps:** This section lists details of all traps encountered in the module. Skill check DCs, saving throws, and damage are all listed.
- **Monsters:** This lists all monsters in the module alphabetically, including page references in the Monster Manual, Challenge Rating, and Experience Point value. If monsters in the module are not in the Monster Manual, substitutions will be listed here.
- **Special Creatures:** Any custom created monsters or NPCs will be listed in this section.
- **Special Items:** Any custom created magical items will appear here.

Because the authors of CMT conversions adhere to the original module and the spirit of old school roleplaying, encounters with monsters may range from very easy to absolutely deadly. None of the encounters have been changed or balanced to make them perfectly tuned to the character levels. Some encounters may prove to be too much for even a large party of characters to handle directly. Players will have to carefully consider some encounters, or adopt new tactics to deal with these situations. Players will have to think beyond just the abilities of their characters, and look for new ways to tackle problems. We here at Classic Modules Today believe this will lead to memorable games that players and DM will talk about for years. If you wish to make encounters that can be directly beaten, you simply have to change the number of monsters to fit the number and level of characters present.